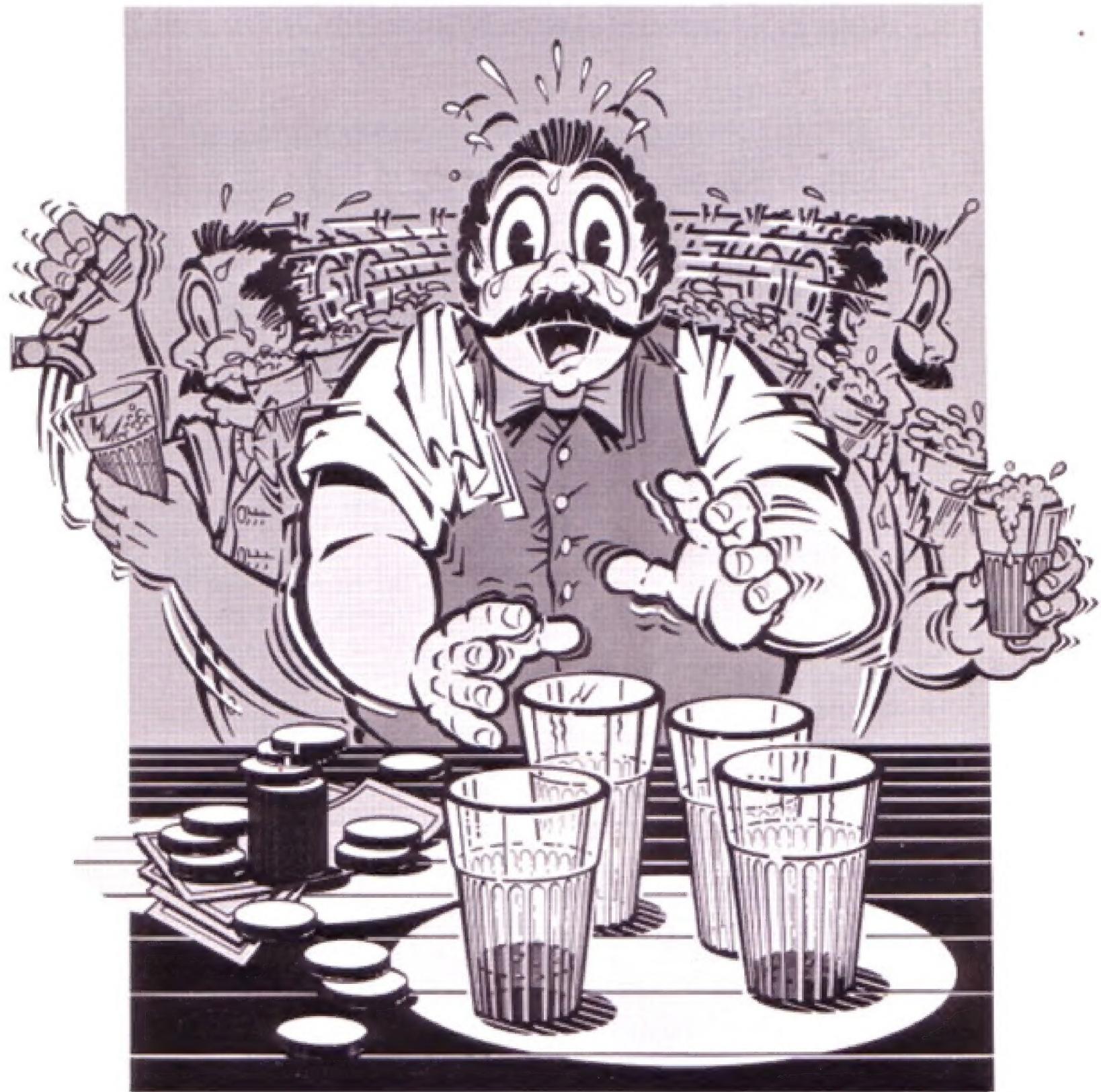


Bally MIDWAY™

TAPPER™

OFFICIAL ARCADE GAME



ATARI® 2600™
AND COMPATIBLES

You are a frenzied bartender trying to keep the never ending flow of thirsty customers well watered. You'll have to keep slinging sodas and occasionally guess which cans of soda the Soda Bandit has shaken.

As if that's not enough work for one bartender, try covering four different bars with a different crazy crowd in each bar. There's the Old West Saloon, the Jock Bar, the Punk Rock Bar, and the Space Bar.

Keep the sodas coming, but not too fast. You'd better be sure you've got a customer without a drink at the bar or the drink will slide right off the bar and no self-respecting bartender throws drinks away. Keep your eyes open for the empties the customers sling back your way.

USING YOUR CONTROLS

1. Insert the game cartridge while the power is OFF.
2. Turn the power ON and you'll hear the Tapper theme music as the first game screen (Old West Saloon) appears.
3. You have the option of choosing the difficulty level at which you wish to play. There are two difficulty level switches. If both are set at "B" you'll play a Beginners game. If the left switch is on "B" and the right switch is on "A" then you'll play an Intermediate game. If the right switch is on "B" and the left switch is on "A" then you'll play an Arcade level game. If both right and left switches are on "A" then you'll play an Expert level game. Here's how each game level differs:
Beginner—five lives with slow moving customers
Intermediate—three lives with slow-moving customers
Arcade—five lives with fast-moving customers
Expert—three lives with fast-moving customers
4. You then have the option of choosing a one-player game or two-player game. You can push the Fire Button on joystick 1 for a one-player game or push the Fire Button on joystick 2 to start a two-player game. Or you can use the game select switch to select a 1 or 2 player game. Select 1 finger for one-player game or 2 fingers for two-player game. If you are playing a two-player game, after player one suffers a defeat, player two has his or her turn. The score will swap in and out player 1 blue player 2 gold.
5. Use your joystick control to move your Bartender accordingly:
Up—Bartender moves up to next bar.

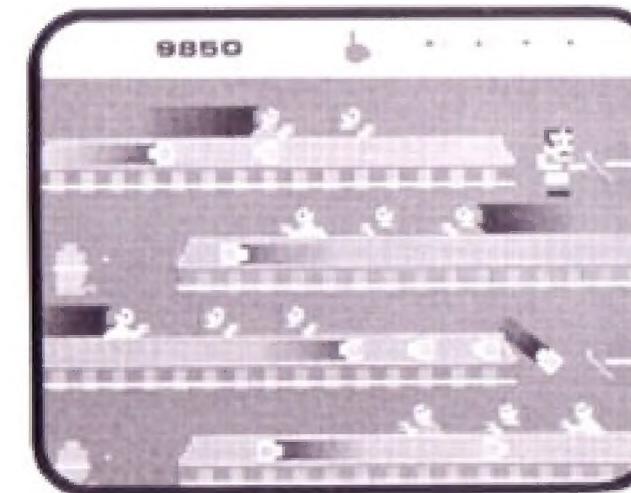
Left—Bartender moves left along bar.
Right—Bartender moves right along bar.
Down—Bartender moves down to next bar.

If you move your Bartender down all the way to the bottom bar and you continue to press the joystick down, he will automatically wrap around to the top bar. If you move your Bartender all the way to the top bar and continue to press the joystick up, he will automatically wrap around to the bottom bar.

Push the "Action Button" for the Bartender to fill the mugs.

6. You have to keep the Bartender in place while filling mugs. The mugs will not go to customers unless they are full.

HOW TO PLAY



OLD WEST SALOON

SCREEN AND GAMEPLAY

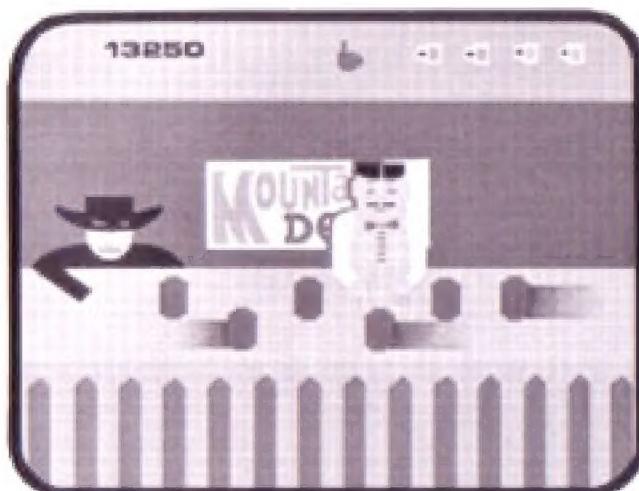
Tapper consists of five separate game screens. The Old West Saloon, the Jock Bar, the Punk Bar, the Space Bar, and the Bonus Round which occurs between each of the four bar scenes.

The score for player 1 is displayed in blue at the upper left corner of the screen. The number of lives that player has remaining is indicated by up to five mugs (one for each life) next to the 1 finger. Each time a player loses a life, one of the mugs is emptied.

If you are playing a two-player game, the score for player 2 appears in gold at the upper left corner of the screen and that player's number of lives is displayed next to the 2 fingers.

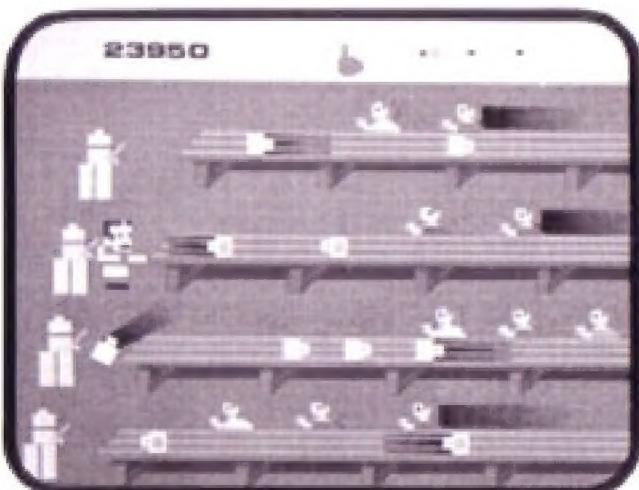
BONUS ROUND

In the Bonus Round, The Soda Bandit challenges the Bartender to a soda can version of the old fashioned shell game.



SODA BANDIT

The Bandit will shake five of the six soda cans on the bar and shuffle the cans around. You'll have to keep a close eye on the one can he has not shaken. When the Soda Bandit has stopped shuffling the cans around, using the joystick, move the Bartender over to the can you think was not shaken by the Soda Bandit. Push the ACTION button to open the can you have chosen. If you have chosen the unshaken soda can, you receive a 3,000 point bonus to the sound of the Bonus Tune. If however, you have mistakenly opened one of the cans the Soda Bandit has shaken, you'll get a shot of soda sprayed in your face.



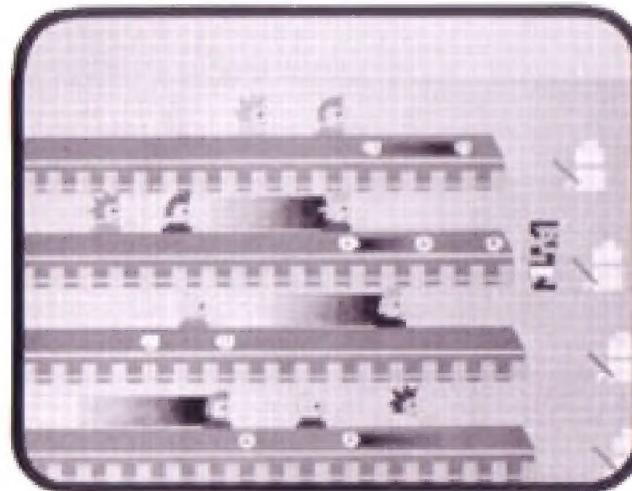
BAR SCENES

In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back to the bartender. The Bartender must catch the empty mug, or you lose a life. At the end of a round, a trio of dancing girls appear on the stage.

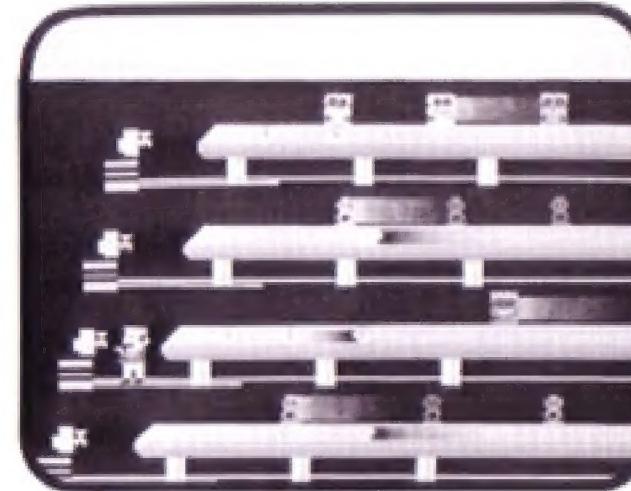
In order to survive the demands of tending bar, there are three things you must avoid.

1. Do not allow a customer to get all the way to the Bartender's end of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.
2. If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.
3. After customers at the bar have gulped down their sodas, they sling their empty mugs back to the Bartender, if he is still on the screen. Do not let the mugs get by. If they do, it will crash on the floor.

Each time any of these three events occur, your Bartender will lose one of his lives.



PUNK BAR



SPACE BAR

SCORING

SCORING

Get Cowboy/girl out of Door	50 points
Get Sportsperson out of Door	75 points
Get Punk Rocker out of Door	100 points
Get Space Creature out of Door	150 points
Catch an Empty Mug	100 points
Complete Screen (get all customers out)	1,000 points
Complete Bonus Rack	3,000 points

EARN EXTRA BARTENDERS

Earn one extra life after your first 20,000 points and another life for each additional 50,000 points.



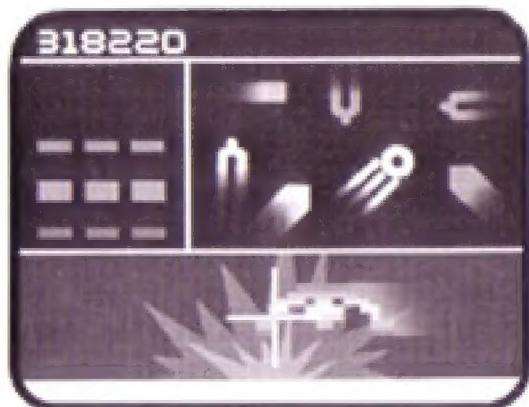
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Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome enemy...the mine-laying NOMAD!

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OFFICIAL ARCADE VERSION

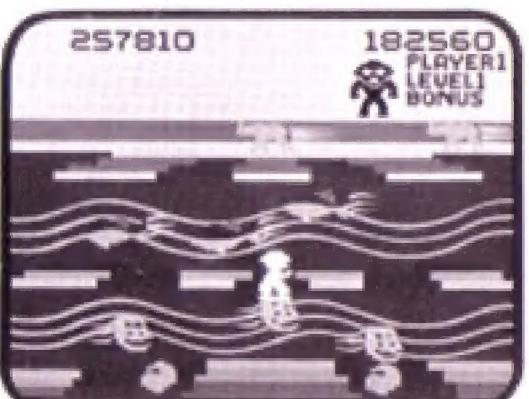


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You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventure hunts down Congo Bongo, the mischievous giant gorilla.

There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys...or gorillas!

OFFICIAL ARCADE VERSION



BallyMIDWAY. Up 'n Down™

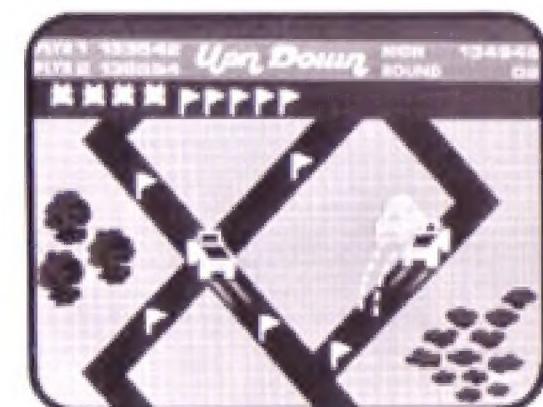
FUN IN THE FAST LANE

- The Official Home Version of the Bally/Midway Arcade Winner
- Multiple screens of Baja Road Race excitement
- High-speed challenges for one or two players
- Full-throttle color action-animated graphics

Drive your Baja Bugger over treacherous miles of deadly roads. Watch out!

The course is crawling with opponents who want to make this the last race you run. Beware of killer pick-up trucks, boulders, and swarms of other motoring menaces.

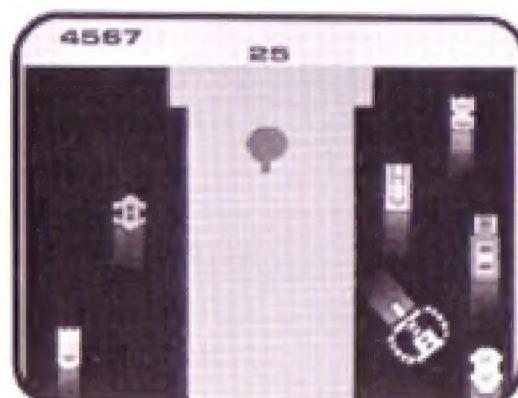
OFFICIAL ARCADE VERSION



BallyMIDWAY. SPY HUNTER™

SPY HUNTER...CONSIDERED ARMED AND EXTREMELY DANGEROUS.

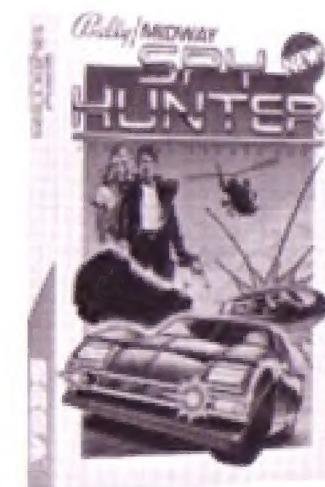
- The Official Home Version of Bally/Midway's Arcade Thriller
- You control the turbo charged race car/hydro spy boat
- You control a deadly arsenal of missiles, machine guns, oil slicks and smoke screens



- Five nerve-shattering spy-action screens
- Sophisticated spy-challenging graphics

This is hardly a game. It's a high-speed test of your secret agent skills. Meet the challenge and survive Spy Hunter!

OFFICIAL ARCADE VERSION



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